

Ultima V Warriors of Destiny

Manual

CREATING CHARACTERS

1. After starting *ULTIMA V*, you will see a scene of Britannia. Press any key to bring up the *ULTIMA V* main menu.
2. The first time you play, you will need to press **C** to select **Create New Character**.
3. Enter the name of your new character.
4. Select the sex of your new character.
5. Answer the questions asked by the gypsy. There are no "right" or "wrong" answers just let your inner feelings be your guide.
6. After answering all of the gypsy's questions, you will be taken back to the *Ultima V* main menu.
7. Once you have finished creating your character, press **J** to select **Journey Onward**.

Movement

Except in dungeons or during combat, your party is represented by a single figure. During combat, each party member is shown and allowed to act independently. The **Keypad** on the right side of your computer keyboard provides movement and direction. The **North (key 8)**, **South (key 2)**, **East (key 6)**, and **West (key 4)** keys will move your party or party member in the designated direction. **is** also used to indicate direction when aiming weapons and casting spells.

When in dungeons, pressing the **Enter** or **Period** keys will turn you around. *The diagonal keys are used exclusively for aiming weapons or casting spells in combat.* Movement is not allowed using the diagonal keys.

MENUS

In a game menu, use the directional keys to move the cursor bar and highlight your choice. When you are satisfied with your selection, press the **Spacebar** or the **Enter** key. To leave a menu without making a choice, press the **Escape** key. If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing in the number of the player's position in the roster.

An arrow symbol just below a menu indicates that the list extends to include more items in one or both directions.

COMMANDS

Following is a list of commands that can be executed by pressing the designated key

Key Command Function

A	Attack	Attempt to engage a person or creature in combat. Must be followed by a direction. In combat, you can aim weapons in any direction at any target within the weapon's range by using the number keypad and moving the crosshair on top of the target. Press the A key again or the Spacebar to fire.
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B	Board	Board a frigate, skiff, or other conveyance or mount a horse. If you board a ship from a skiff, the skiff will be stowed and kept ready for later use.
C	Cast	Cast a spell. Must be followed by the first letters of the spell's syllables. Only works when the proper reagents have already been mixed and the spellcaster has enough Magic Points remaining. Some spells require additional information (direction or target).
E	Enter	Enter towns, castles, and other structures. Party members must be standing directly on structure to enter.
F	Fire	Fire cannons. Must be followed by a direction. Ship cannons may fire only when the ship's broadsides are facing the target.
G	Get	Take possession of gold, food, and other items. Must be followed by a direction.
H	Hole up	In dungeons and wilderness, hole up and camp once a day to rest, heal wounds, and recover magical strength. In cities, hole up in an unoccupied bed to pass time quickly. On the sea, hole up to make minor repairs to your ship.
I	Ignite a Torch	Light a torch, if you have one, to see at night or in dungeons.
J	Jimmy lock	Unlock most doors and safely open chests with a skeleton key. Keys are reusable but often break if the person jimmying is not nimble enough.
K	Klimb	Climb up or down ladders in buildings and dungeons, down steel grates, or over small rockpiles, fences, and other objects.
L	Look	Identify any object or terrain feature or read signs one step away. Must be followed by a direction. May allow further interaction with some objects, such as wells and fountains.
M	Mix	Prepare spell reagents for later use. Enter the first letters of the spell's syllables, then select the appropriate reagents from the menu. Press M again to mix.
N	New Order	Exchanges the position of any two party members, except the leader. Select the two members to be exchanged from the roster menu with the cursor bar or by pressing the Number key representing the players' positions within the party.
O	Open	Opens an unlocked door or chest. Opening a locked chest will set off a trap if the chest has one.
P	Push	Allows small objects, like tables and chairs, to be moved. May be used to block doors.
Q	Quit and Save	Save the current game status. If you do not use this Command to end a playing session, any progress made since the last save will be lost.
R	Ready	Equip a party member with personal items from the party's stores. Use the direction keys and Spacebar or Enter key to select or deselect an item in the menu bar. Press Escape when finished. (See Note below Z-Stats command).
S	Search	Search the location or object in the direction indicated. Searching may detect traps on chests, concealed doors, dungeon floor traps, or reveal hidden items. Use the south direction key (2), to search the immediate area in dungeon halls.
T	Talk	Allows you to converse with merchants or townfolk in the direction indicated. Conversation is possible over counters, tables, fences, and through windows and doors with windows.

U	Use	Use a potion, scroll, or other special item found during the game. (See Note below Z-Stats command.)
V	View	Reveals a bird's-eye view of the surrounding countryside, city, or dungeon floor currently occupied. View requires a special item.
X	X-it	Exit or dismount current form of transportation, leaving it behind while continuing on foot. Horses not left by a hitching post may wander off. Exiting from a ship is possible only if there is a skiff available or if the ship is next to land.
Y	Yell	On a ship, Yell will hoist or furl sails. In other situations, Yell will allow you to enter up to two lines of text to be spoken loudly.
Z	Z-Stats	Displays the status and attributes of your party members, including several screens of information such as supplies, weapons, and spells. Use the East and West directional keys to change pages. Use the North and South directional keys to scroll up and down long lists. Pressing the Escape key or the Spacebar will exit the Z-Stat screens.
		Note: Extra keys available for Z-Stats , Ready and Use commands:
	Home	Move to beginning of list.
	End	Move to end of list.
	Page-Up	Scroll a page up.
	Page-Down	Scroll a page down.
1-6, 0	Designate/ Active Player	Several commands request one party member be selected perform the action requested. When this is required, an illuminated cursor bar will appear over the names of your party members. Use the directional keys to highlight the name of the character you wish to designate and press Enter , or abort the command by pressing Escape . Instead of selecting a party member to perform a command each time you invoke it, you may set any living party member as the "active player." The "active player" will be the default player for commands that require a single party member for execution (i.e., Jimmy , Get , Search , etc.). This player will remain your active player until you select another party member or disable this feature by pressing 0 . This player will not serve as the default during combat. You may assign a party member to be the active player during combat if you so choose. To assign a player as the active player, press the number key from 1 to 6 representing that player's position in the party roster.
Spacebar	Pass	Pass a turn, allowing time in the game to proceed. Also aborts any command requiring a directional key.
Escape	Escape	Aborts or exits commands that use scrolling menus. Escape speeds exit from combat scenes after all foes have been overcome, and allows you to abandon any charmed creatures in combat and dungeon rooms.
Ctrl-S	Toggle Sound	Turns sound effects on or off.
Ctrl-B	Toggle	Turns keyboard buffer on or off.

Ctrl-E	Buffer	
	Exit	Exit the game and return to the CD Games menu. Be sure to save your game first if you want to save your current position.
	Game	

Magic & Casting Spells Ultima 5 - Warriors of Destiny

The Languages of Magic

Some aspects of magical lore have become fairly well known. One such is the language of magic. This is a set of twenty-four syllables compiled by a great language scholar after traveling throughout Britannia for more than seven years. These are all the components of any magic spell yet unknown; but they are little help -- and extremely dangerous -- without knowledge of how to combine them into the phrases that make meaningful incantations.

Following is a list of these powerful syllables, approximations of their meanings, and a guide to their pronunciation.

Syllable	Idea	Sound
An	negate	ah n
Bet	small	b eh t
Corp	death	k oar p
Des	down	d eh ss
Ex	freedom	x
Flam	flame	fl ah m
Grav	energy	gr ah v
Hur	wind	h oo r
In	create	ih n
Kal	invoke	k ah l
Lor	light	l oar
Mani	life	m ah n ee
Nox	poison	n ah ks
Por	movement	p oar
Quas	illusion	kw ah ss
Rel	change	r eh l
Sanct	protection	s aa ng kt
Tym	time	t ih m
Uus	up	oo ss
Vas	great	v ah ss
Wis	knowledge	w e ss
Xen	creature	z eh ss
Ylem	matter	aye l eh m
Zu	sleep	z oo

The Mixtures of Magic

Reagents are herbs needed for the preparation of magical mixtures. Most are sold in apothecaries; a few are hard to find and require special effort to obtain. Following is a chart of the magical reagents and the general areas of proficiency they affect (in parentheses).

Black Pearl (Projection)-- A rare version of the standard white pearl, a black pearl is a forceful reagent in the creation of kinesthetic magic, that is, projecting objects.

Blood Moss (Movement)-- Fungal growth usually found in deep forests and warm, damp areas; especially favored as a reagent for its ability to enhance mobility.

Garlic (Warding)-- Ubiquitous and strong-scented reagent, used effectively in warding off evil spirits.

Ginseng (Healing)-- Ancient reagent used extensively in healing.

Mandrake Root (Power)-- Very rare and usually expensive magical herb growing only in swampy areas, mandrake root is said to bring great power to magic that uses it.

Nightshade (poison, Illusion)-- Rare, poisonous plant that appears only when the moons are in a certain conjunction. Those who learn its whereabouts and manage to be there in the dead of night when the moons are full can pick nightshade without danger and benefit from its powerful ability as a reagent to create illusions.

Spider Silk (Binding)-- The magical product of the garden spider and its relatives has no peer in its ability to bind. As a reagent mixed for magic, spider silk magnifies its binding power many times over.

Sulphurous Ash (Energy)-- Common material left by volcanic action, ash is an excellent source of energy in magical mixtures.

The Spells

Spells diverge greatly in term of difficulty, and, correspondingly, in terms of danger to the caster. After years of observation, and experimentation, scholars in magic have classified spells into eight circles of difficulty. Thus, mages who can command only the simplest spells are considered to be in the first circle.

Full mages' magical ability is directly related to their intelligence. Bards appear to have half the magical ability of full mages and fighters rarely have any. Casting spells drains magical powers, limiting how many spells mages can cast before resting. A spell will drain magical powers in amounts proportional to the spell's circle of difficulty.

On the facing page, a chart classifies the spells by circle, with a brief indication of each spell's use, a note on when it can be used, and an ingredient list. Do not take the ingredient lists to be recipes, as wrong quantities or careless mixing could have terrible results.

Note that not all spells can be used in all situations. Quite a few spells need far too much time or concentration to be cast during combat, others feed on the energies present in the battle arena.

Full descriptions of each spell's nature, use and effects follow. In the following chart, dng./com. signifies that the spell works in both dungeons and combat.

Chart of Spells

1st Circle

<u>SPELL</u>	<u>EFFECT</u>	<u>TIME</u>	<u>REAGENTS</u>
An Nox	cure poison	anytime	ginseng, garlic
An Zu	awaken	combat	ginseng, garlic
Grav Port	magical missile combat	ash, pearl	
In Lor	light	noncombat	ash
Mani	heal	anytime	ginseng, silk

2nd Circle

<u>SPELL</u>	<u>EFFECT</u>	<u>TIME</u>	<u>REAGENTS</u>
An Sanct	unlock	anytime	ash, moss
An Xen Corp	repel undead	combat	garlic, ash
In Wis	locate	noncombat	nightshade, silk, pearl
Kal Xen	call animal	combat	silk, mandrake
Rel Hur	wind change	noncombat	ash, moss

3rd Circle

<u>SPELL</u>	<u>EFFECT</u>	<u>TIME</u>	<u>REAGENTS</u>
In Flam Grav	wall of fire	dng./com	pearl, ash, silk
In Nox Grav	wall of poison	dng./com	nightshade, silk, pearl

In Por		blink		anytime	silk, moss
In Zu Grav	wall of sleep	dng./com		ginseng, silk, pearl	
Vas Flam	ball of flames	combat		ash, pearl	
Vas Lor		great light	noncombat	ash, mandrake	

4th Circle

<u>SPELL</u>		<u>EFFECT</u>		<u>TIME</u>	<u>REAGENTS</u>
An Grav		dispell field		anytime	pearl, ash
Des Por		downward move		dungeon	moss, silk
In Sanct		protection		anytime	ash, ginseng, garlic
In Sanct Grav	protection field	dng./com.		mandrake, silk, pearl	
Uus Por		upward move		dungeon	moss, silk
Wis Quas	reveal		combat		silk, nightshade

5th Circle

<u>SPELL</u>		<u>EFFECT</u>		<u>TIME</u>	<u>REAGENTS</u>
An Ex Por	magic lock	anytime		ash, moss, garlic	
In Bet Xen	insect swarm	combat		moss, silk, ash	
In Ex Por	magic unlock	anytime		ash, moss	
In Zu		sleep		combat	ginseng, nightshade, silk
Rel Tym		quickness	combat		ash, mandrake, moss
Vas Mani	great heal	noncombat		ginseng, silk, mandrake	

6th Circle

<u>SPELL</u>		<u>EFFECT</u>		<u>TIME</u>	<u>REAGENTS</u>
An Xen Ex	charm		combat		pearl, nightshade, silk
In An		negate magic	anytime		garlic, mandrake ash
In Vas Por Ylem		tremor		combat	moss, ash, mandrake
Quas An Wis	confuse		combat		mandrake, nightshade
Wis An Ylem	xray		noncombat		mandrake, ash

7th Circle

<u>SPELL</u>		<u>EFFECT</u>		<u>TIME</u>	<u>REAGENTS</u>
In Nox Hur	poison wind	combat		nightshade, ash, moss	
In Quas Corp	fear		combat		nightshade, mandrake, garlic
In Quas Corp	peer		noncombat		nightshade, mandrake
In Quas Xen	clone		combat		ash, silk, moss, ginseng,
Sanct Lor	nightshade, mandrake invisibility	combat			mandrake, nightshade, moss
Xen Corp	kill		combat		pearl, nightshade

8th Circle

<u>SPELL</u>		<u>EFFECT</u>	<u>TIME</u>	<u>REAGENTS</u>
An Tym		time stop	anytime	mandrake, garlic, moss
In Flam Hur	flame wind	combat		ash, moss, mandrake
In Mani Corp	resurrect		noncombat	garlic, ginseng, silk, ash, moss, mandrake
In Vas Grav Corp		cone of energy	combat	mandrake, nightshade, ash
Kal Xen Corp	summon		combat	mandrake, garlic, moss, silk
Vas Rel Por	gate travel	noncombat	ash, pearl, mandrake	

HINTS

Conversation is integral to *ULTIMA V*. Only by piecing together clues from the different inhabitants can you complete your quests. You may ask inhabitants about a number of topics. Often you will need to know what to ask a specific person to glean interesting information. All inhabitants will talk about their jobs and give you their names, and asking about these will often help you learn who else to interview and what questions to ask them.

As an example of conversation, you might Talk to Dupre. First you type **job**. He responds, "I am hunting Gremlins!" Type **hunting** and he may respond with an interesting insight. Or Iolo might have suggested that you ask Shamino about his sword. If you have already spoken to Shamino, you would not have known to ask him that, and must seek him out again. You may be asked questions by some of those you meet. Consider carefully before responding; your life may depend on it. How you converse with others will determine how willing they will be to share any new information they have when you next meet them. Do converse with people more than once. Some people you meet may be willing to become your traveling companion. If you wish them to do so, invite them to **join** your party.

Press **Enter** or type **bye** after an inhabitant's response to conclude a conversation.

Keep a journal of your travels. Keep a list of the clues you pick up; there will be too many for you to carry in your head.

Thoroughly explore the realm. Exploring each town, castle, keep, and other populated spots will prove to be time well spent.

SCREEN VIEWS

The party is shown standing on the shore south of the town of Britain. To the east is the castle of Lord British and two of its outlying villages. A frigate is docked at the harbor to the southwest. A marau-ding band of Ettins, evil two-headed giants, approaches from the north. In the upper-right window the **Z-stats** command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second level of experience. He is in Good Health, with 19 Strength, 19 Intelligence, and 23 Dexterity Points. While he currently has 49 Hit Points, he can have a Maximum of 60 Hit Points. He has earned 156 Experience Points in battle and has 19 Magic Points.

Pressing the key at this point would display the list of armor and weapons he currently carries.

At the top of the left window, the sun is about to set, and the newly risen moon, Trammel, is in its Gibbous Waxing phase.

The Ettins are attacking ! In this close-up view of the battle field, the Ettins are closing in on British from the east and west. Shamino lies slain, crushed by aboulder. In the upper-right window the names and current conditions of all three companions are shown: British has 45 Hit Points and is Poisoned, while Shamino is Dead with 0 Hit Points, and Iolo is in Good condition with 87 Hit Points. The party has 116 meals' worth of Food, and 150 Gold Crowns. It is the eighth day of the fourth month of the year 137, and the position of the sun would mark the time as midmorning.